

ABSTRACT OF THE DISCLOSURE

A method and apparatus for texture filtering is provide wherein a filter select module is adapted to select a filtering mode based upon a sampling rate of polygon and texture data. The filter mode is selected by determining the filter characteristics of the selected filtering mode based upon the sampling rate and a degree of warping per texture coordinate. A texture reconstruction filter characteristic is morphed based upon the input polygon and texture data so that, after subsamples are aggregated, an effective filter characteristic matches the texture reconstruction filter characteristic of a texture reconstruction filter used for coarse sampling.. Subsequently, a texel blending module computes texel blending factors based on the filtering mode determined by the filter select module.